

	Type	L #	Hits	Search Text	DBs	Time Stamp
1	BRS	L1	93	(icon macro) adj1 (builder creator generator editor factory)	USPAT	2001/08/28 11:00
2	BRS	L2	1	(icon macro) adj1 maker	USPAT	2001/08/28 10:42
3	BRS	L3	94	1 or 2	USPAT	2001/08/28 10:42
4	BRS	L6	0	5 and drag\$4	USPAT	2001/08/28 10:43
5	BRS	L5	1	2 and (icon macro)	USPAT	2001/08/28 10:43
6	BRS	L4	94	3 and (icon macro)	USPAT	2001/08/28 10:49
7	BRS	L7	2099	(icon macro) near2 (record\$3 build\$3 creat\$3 generat\$3 construct\$3)	USPAT	2001/08/28 11:02
8	BRS	L8	593	(icon macro) near2 drag\$4	USPAT	2001/08/28 12:06
9	BRS	L9	180	7 and 8	USPAT	2001/08/28 12:03
10	BRS	L10	3816	(icon macro) near4 (function tool command)	USPAT	2001/08/28 12:05
11	BRS	L11	895	7 and 10	USPAT	2001/08/28 12:05
12	BRS	L12	949	(icon macro) with drag\$4	USPAT	2001/08/28 12:07
13	BRS	L13	161	11 and 12	USPAT	2001/08/28 13:48
14	BRS	L14	1879	(fly\$3 flies) adj1 over	USPAT	2001/08/28 13:49
15	BRS	L15	13	10 and 14	USPAT	2001/08/28 13:49

# *Macro builder*

DOCUMENT-IDENTIFIER: US 4813013 A

TITLE: Schematic diagram generating system using library of general purpose interactively selectable graphic primitives to create special applications icons

DID:

US 4813013 A

PCPR:

A key function of the present invention is the provision of means for enabling a methodology designer to create a library of logically or methodologically based schematic symbols, or graphic icons, and related formal functions which govern the employment and manipulation of the graphic icons when combined into a problem solution. The icons and functions are created by the methodology designer on an interactive basis with the system. Thus, during the creation of such icons and functions, the system prompts the methodology designer to identify, by way of example, the parameters and use of each icon or function. On the basis of these parameters, the system generates and stores a specific set of rules for each and every icon and function which completely and logically establish how each icon and function can be used to build problem solutions. In prompting a methodology designer to identify such parameters, the system requires the methodology designer to provide examples as to how the icon or function being created can be connected to other icons and/or functions. Such examples enable the system to generate the specific rules for the use of the icons and functions. Thus, the rules are built "by way of example".

DEPR:

Another region on display screen 14 is known as the icon drum

region 60, which displays a portion of what can be thought of as a band of icons upon a drum. Icons represent various symbols, lines, and text that can be selected for placement in the drawing region of chart work area 28. The band of icons that is placed upon the drum in icon drum region 60 depends upon the level in which one is working on the system and the type of schematic diagram that is to be created or edited by a problem solving user, or the new function or icon to be created by a methodology designer. There are actually two drums within region 60, each having their own band of icons and which may be individually manipulated. One band contains icons 62, 64, 66, 68, 70 and 72 (and others not visible). The other band contains icons 74, 76, 78, 80, 82, and 84 (and others not visible). If a desired icon is not displayed in region 60 when needed, the drums can be scrolled until the desired icon appears.

DEPR:

The sketch mode provides a free form diagramming capability with no restrictions imposed by the system. A variety of creation and editing functions exist. The problem solving user interfaces with the system to create sketches through mouse 18. The relative movement of mouse 18 causes a corresponding movement of a cursor 29 on chart work area 28 of display screen 14. A problem solving user may continually move the cursor near an icon on the icon drum 60 or a function on the function drum 40 and actuate select button 20. This will associate mouse 18 with the object (icon or function) selected. If, for example, cursor 29 is moved into the region of icon 74, and select button 20 is actuated, a rectangle (the object of icon 74) will become associated with mouse 18. Mouse 18 can then be moved to drag the rectangle across chart work area 28 until a desired location is reached. Upon activation

of the select button, a rectangle will be deposited at the desired location in chart work area 28. When a function is to be used, mouse 18 is moved to place cursor 29 over the desired function in function drum 40, and the select or evaluate button is actuated to associate the function with mouse 18. By manipulating functions and icons with mouse 18, and placing icons on chart work area 28 at desired locations and with desired connections, schematic diagrams can be drawn. Interaction with other regions of display screen 14 is achieved through the use of mouse 18 in a similar manner. It is noted that in the system of the preferred embodiment, data may be selected in the postfix sequence, i.e. where the function selection occurs after data selection, in the prefix mode, where function selection precedes data selection, or in the infix mode, where function and data selection occur alternately.

# *Cursor Mode*

DOCUMENT-IDENTIFIER: US 5371844 A

TITLE: Palette manager in a graphical user interface computer system

BSPR:

As GUI systems developed, producing the underlying elements such as windows and icons has become well known. In fact, publicly available tools such as icon

and window editors are now available to actually create the visual display.

For example, Conklin, OS/2 Notebook, (Microsoft Press, 1990) pp. 159-255 discusses OS/2 software tools.

DEPR:

FIG. 4b shows the results of using the font palette. Note that the icon text of the objects in Business Folder window 206 have the value and are represented in the system proportional font with the italic style and a point size of 10.

This change was accomplished when the "10.System Proportional.Italic" value was

dragged by activating the pointer on this cell (e.g., by clicking a mouse

button while the pointer was positioned over the selected cell). While the

drag was in progress, the pointer had the representation of a pencil to

indicate that a font value was to be applied. The font value was dropped on

Business Folder window 206 by releasing the mouse button while the pointer was

positioned over Business Folder window 206. When the mouse button was

released, the pointer was restored and the text in the target window, Business

Folder window 206 in this case, assumed the value of the font "10.System Proportional.Italic".

DEPR:

FIG. 5b shows the result of using the color palette. Note that the color of the background of Business Folder window 206 now corresponds to the color of

the selected color cell of color palette window 220. This change was accomplished when the cell was selected and dragged over the background of Business Folder window 206. While the drag was in progress, the pointer has the representation of paint roller 222; the color of the roller portion of paint roller 222 corresponds to the color of the selected cell. Accordingly, while the pointer is being dragged, a user can determine what color the window or individual component of the window will be. When the mouse button was released, the pointer was restored to an arrow and the target window, in this case the background of Business Folder window 206, assumed the value of the color that was dropped by the paint roller.

DEPR:

FIG. 6b shows the results of using the scheme palette. Note that the scheme for Business Folder window 206 has changed according to the scheme represented by the "My scheme" value. This change was accomplished when the "My scheme" value was dragged by activating the pointer on this cell. While the drag was in progress, the pointer had the representation of the scheme which was chosen. The scheme value was dropped on Business Folder window 206 by releasing the mouse button while the pointer was positioned over Business Folder window 206. When the mouse button was released, the pointer was restored and the scheme in the target window assumed the value of the "My scheme" cell. More specifically, the folder background changed color, the font of the icon text changed, the title bar text changed to a different font and color, the border width changed, etc. . . .

DEPR:

At drag/drop action step 318, if button 2 of the mouse is pressed and held while the pointer is over a cell and the pointer is moved, then a drag

operation is started. When button 2 of the mouse is released after the drag operation has been started, then a drop operation is started. If the event is a drag or drop operation then control passes to perform operation step 322, otherwise, control passes to help selected step 324 to process the mouse or keyboard event.

DEPR:

Referring to FIG. 8, a more detailed view of perform operation step 322 of FIG. 9 is shown. When the perform operation step is activated, the operation is first reviewed at value being dragged step 350 to determine whether a value is being dragged. If button 2 of the mouse is pressed and held while the pointer is over a cell and the pointer is moved, then a drag operation is started. The drag operation continues until either the mouse button is released or the escape key is pressed. If the event is a drag operation, processing proceeds to change pointer step 352, otherwise control passes to value being dropped step 354.

DEPR:

At change pointer step 352, the mouse pointer which is being displayed is changed to a graphical representation of an instrument which applies the value of the cell being dragged, i.e., the pointer is changed to an applicator pointer. For example, the arrow is changed to a pencil to indicate a font value or a paint roller to indicate a color value. If the pointer has already been changed to the applicator pointer, this step is ignored. If the area under the pointer cannot accept the value of the cell being dragged, a no-drop symbol is displayed over the pointer. After the applicator pointer is displayed, control returns to value being dragged step 350.

DEPR:

At apply value to area under pointer step 360, the value of the

cell being  
dragged is applied locally to the area under the pointer when the mouse button is released. For example, if a color is dropped, the local area under the pointer, e.g., a window background, title bar or pushbutton, is changed to the color of the value being dropped. In the local apply case, different components of the same window can take on different values. For example, a window may have four pushbuttons, each having a different color. If the target of the drop is a cell within a palette, that cell can take on the value being dropped. Optionally, a blending augmentation key can be pressed to cause the value of the source to be blended with the value of the target. For example, dragging a yellow value from a cell in a color palette and dropping it with the blending key pressed on a window background which is blue, results in a green window background. After the value of the cell is applied, control passes to restore pointer step 362.

DEPR:

At apply value globally step 358, the value of the cell being dragged is applied globally to the areas of the same type as that under the pointer when the mouse button is released. Global domains are typically application defined and typically imply that a system or application default value is being set. For example, if a color is dropped on a window background while the global apply key is pressed, all window backgrounds are changed to the color of the value being dropped. All new windows that are created also take on this value. If the target of the global apply drop is a cell within a palette, all cells in that palette take on the value being dropped.

CLPR:

5. For a computer operating system having a graphical user interface, wherein objects are displayed to users of said computer operating system

in multiple windows having discretely separate boundaries, and wherein said users can manipulate appearance attributes of objects viewed in said multiple windows by means of a pointer, a method for enabling said users to alter said appearance attributes in a non-global manner (wherein non-global meaning in a manner affecting appearances of less than all of the windows displayable to said users), said method comprising

CLPV:  
performing a dropping action at said selected point for effecting a non-global change in a said appearance attribute in a window containing said selected point; said window containing said selected point being discretely separate from said associated palette manager window; said appearance change effected in said window containing said selected point corresponding to said selected appearance attribute function.

CLPV:  
dragging said graphic representation of said selected appearance attribute function at said selected point to cause a non-global change in appearance in a part of said discretely separate window, said non-global change in appearance corresponding to said selected appearance attribute function.